**姓名：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 2011-2012 2nd MP Project: Chinese Board Game**

**Goals and Rationale:**

The purpose of this project is to incorporate Chinese language learning points in a fun way through designing a Chinese board game. You should draw on your knowledge from the current and previous lessons. Integrated Chinese textbook and workbook, class notes, handouts and some other online material can be your valuable resource. While you work on this project, please identify the key learning points and individual’s learning difficulties; find an effective way to get your messages crossed to the players. As you complete your project, you will gain content knowledge of the subject and gain experience in:

1. Demonstrating your understanding on the key learning points: such as word construction, sentence structure, grammar use
2. Extensively and creatively utilizing hands-on activities in learning Chinese language
3. Exploring different learning styles by sharing ideas and playing games with each other

**Target**: Chinese Level III (2011-2012) students

**Format:** Self-designed board game for learning Chinese (any type of games)

**Contents:**  1) Name of your game

2)Self-designed or modified game board

3) One page of instruction explaining the main ideas, rules and steps of the game

4) At least ten questions with answers regarding the recent/current learning points

**Structure:** Individual work

**Timetable:**

Week 12 (11/14, Monday) Project assigned to the class (handouts/Moodle version)

Week 15 (12/9, Friday) Submit questions and answers for the board game (at least 10)

Week 19 (1/4/2012, Wednesday) Game board is due

Week 19 (1/4 ~6, Thursday ~ Friday) Table artifacts presentation, in class game time

**Rubrics for Chinese Board Game 姓名: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Grading Scales: (Total: 40 x 2 Points)**

1. \_\_\_\_\_\_\_\_\_ The game contains four key elements: name of the game, board, instruction, and questions & answers. (2 Points)
2. \_\_\_\_\_\_\_\_\_ Instruction: 1 full page typed, font 12, single-spaced in English. For player’s easy understanding, diagrams are

desired but not necessary (3 Points)

1. \_\_\_\_\_\_\_\_\_ Instruction fully and concisely explained what the game is, and how to play the game (5 Points)
2. \_\_\_\_\_\_\_\_\_ Quantity of questions: at least 10 questions associated with answers   
    (answer keys are not on the same side of the questions) (5 Points)
3. \_\_\_\_\_\_\_\_\_ Questions were printed out on the cards, rather than handwritten or printed on a piece of paper (2 Points)
4. \_\_\_\_\_\_\_\_\_ Type of questions: utilized at least two question types from “multiple choice, true/false, fill in blanks, word order”

(3 Points)

1. \_\_\_\_\_\_\_\_\_ Content of questions: made out of the contents from Lesson 11 till the current lesson, connection to the prior

language points are highly encouraged. (5 Points)

1. \_\_\_\_\_\_\_\_\_ Quality of questions: Showed academic rigor/thoroughness, correct word choice and grammar use in Chinese;

Answers are all correct, and questions enhanced players learning Chinese (10 Points)

1. \_\_\_\_\_\_\_\_\_ Showed academic rigor/thoroughness, correct spelling in English (5 Points)
2. \_\_\_\_\_\_\_\_\_ Extra credits: self designed and made the game board, reflecting authentic creativity and professionalism;

and/or questions were formed with extensive thoughts and high quality (≤5 Points)

Your total Points: \_\_\_\_\_\_\_\_\_\_/80